# Visual Rendering: Rasterization, Lighting and Shading, Fragment Processing

CS 6334 Virtual Reality

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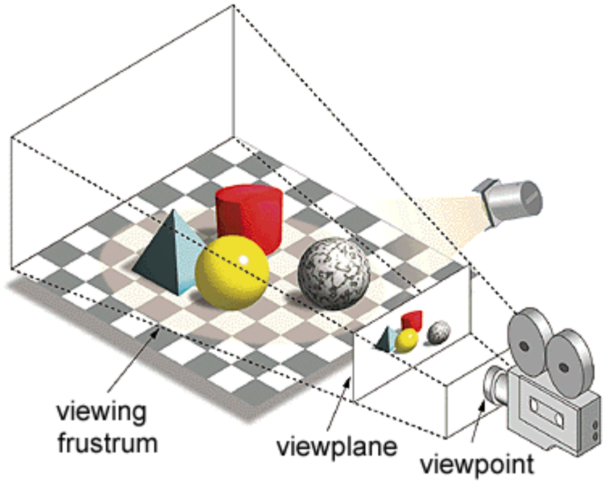
A lot of slides of course lectures borrowed from Professor Yu Xiang's VR class

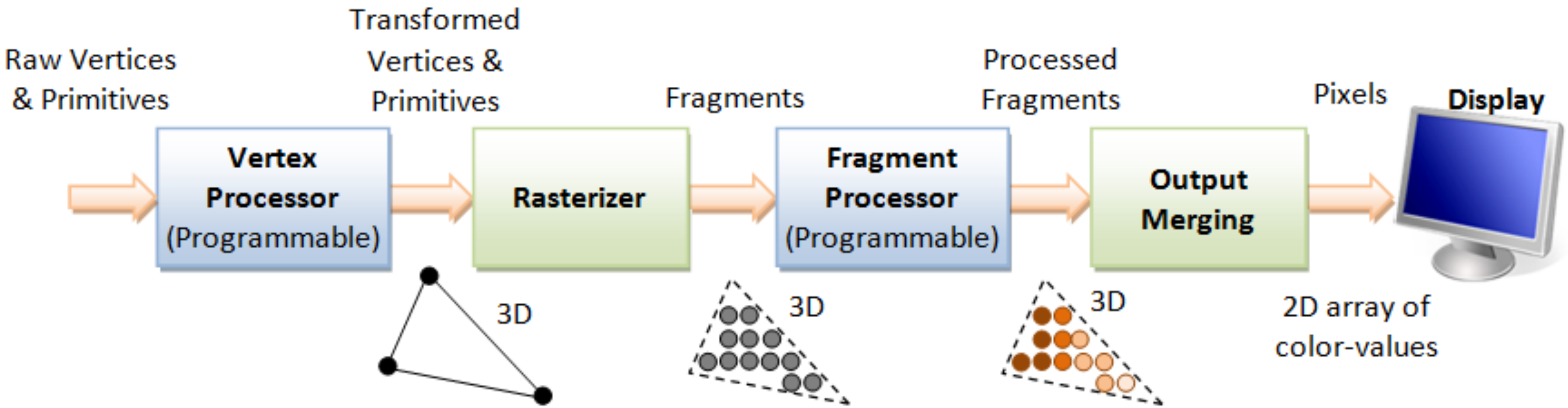
# Visual Rendering



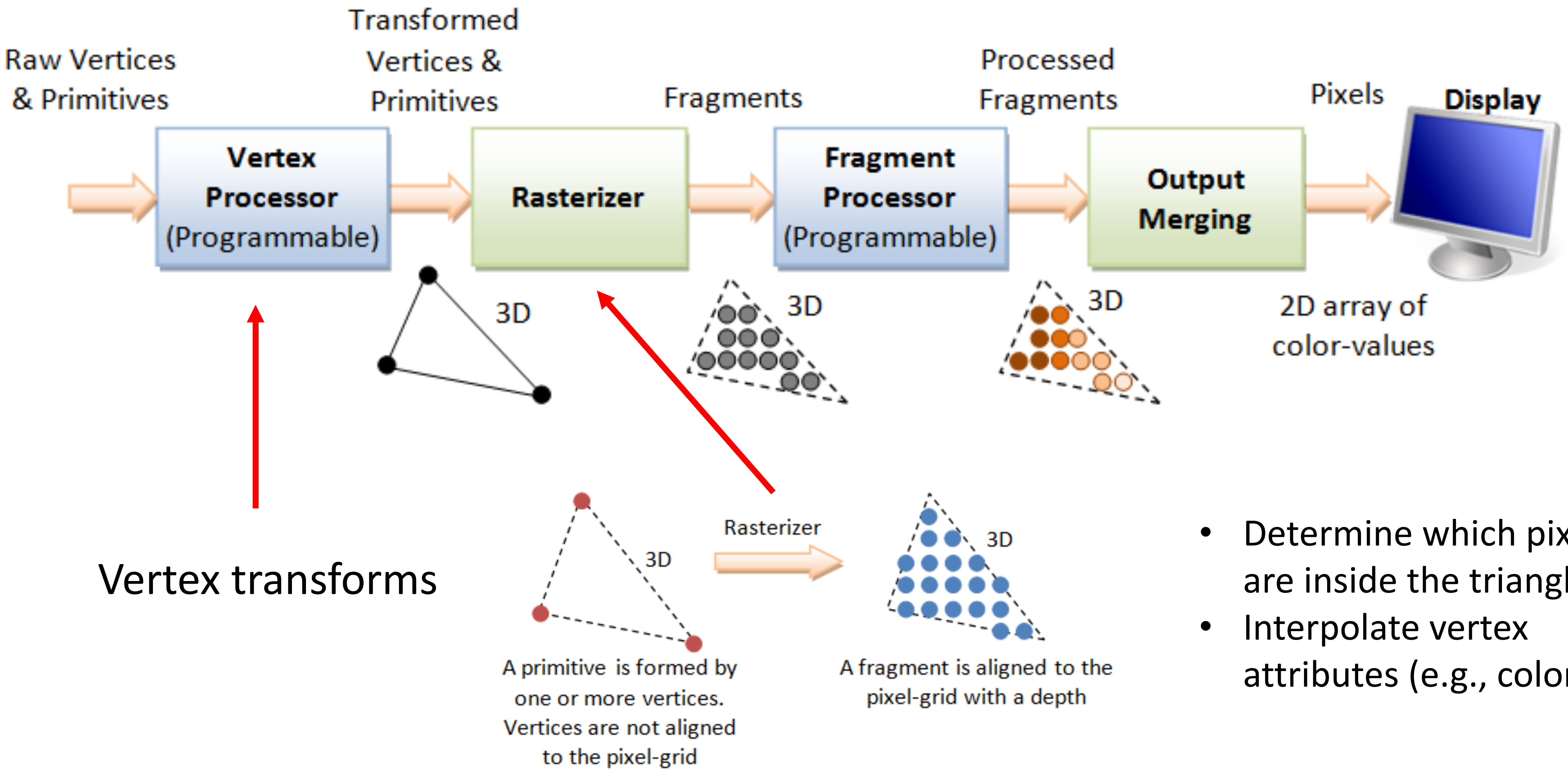



- Converting 3D scene descriptions into 2D images

- The graphics pipeline



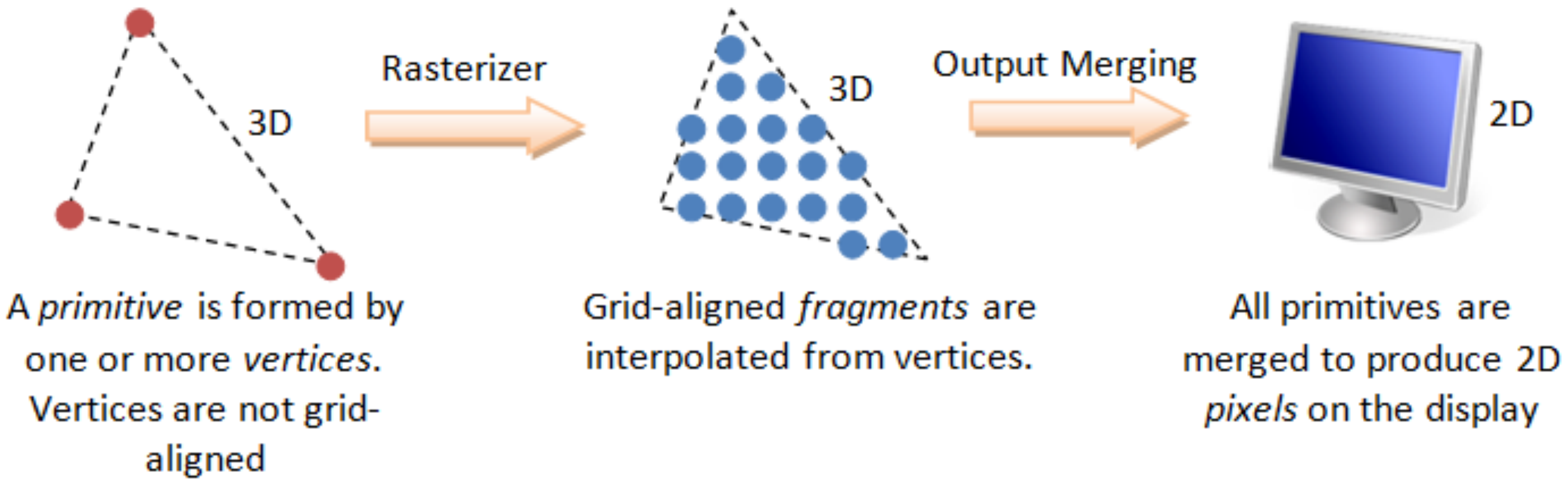
# Rasterization




- Determine which pixels are inside the triangles
- Interpolate vertex attributes (e.g., color)

# Pixels vs. Fragments

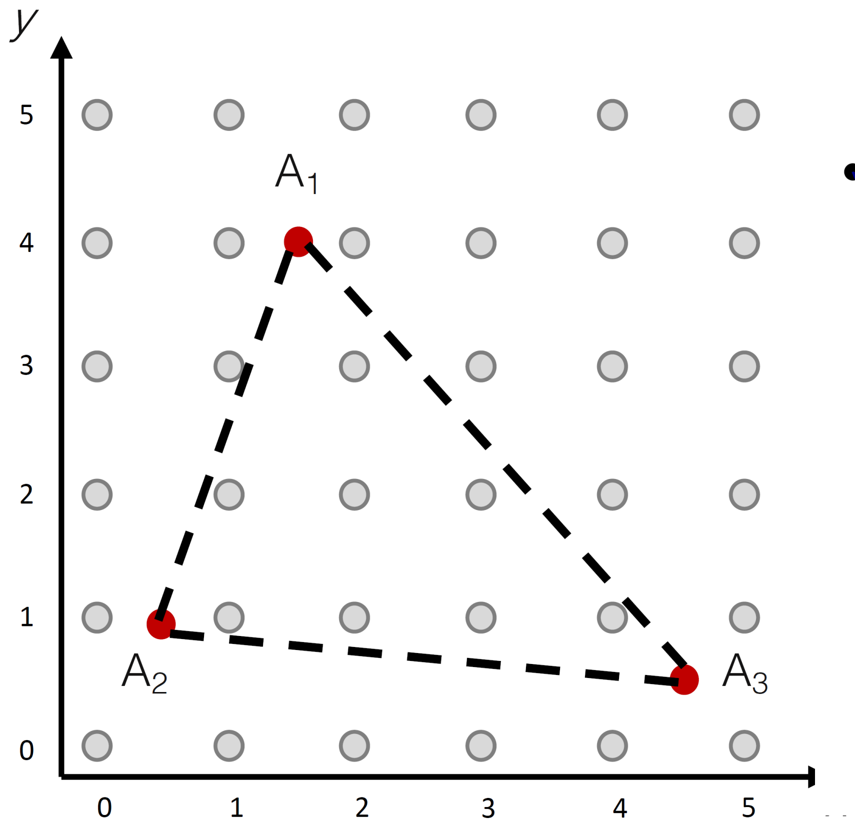
- Pixels are dots on the screen: (x, y) and RGB color
- Fragments: (x, y, z), z is the depth and other attributes (color, normal, texture coordinates, alpha value, etc.)

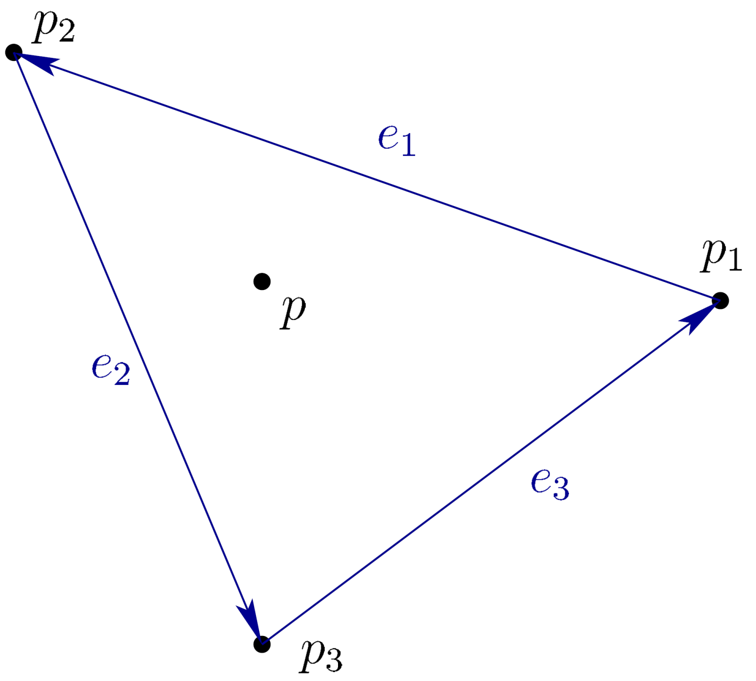



**Vertex, Primitives, Fragment and Pixel**

# Rasterization

- Determine which fragments are inside the triangle



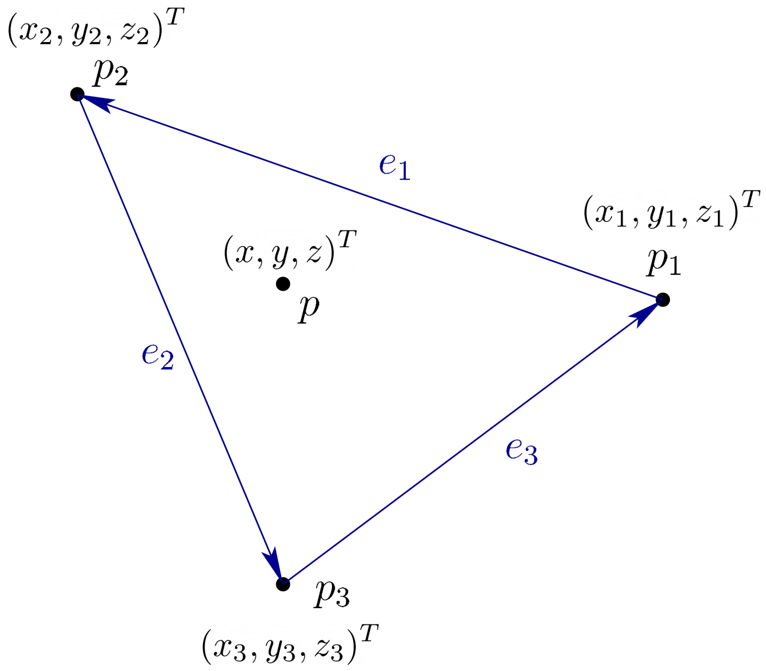

$$e_1 = p_2 - p_1$$
$$e_2 = p_3 - p_2$$
$$e_3 = p_1 - p_3$$

p is inside if and only if

$$(p - p_1) \times e_1 < 0$$
$$(p - p_2) \times e_2 < 0$$
$$(p - p_3) \times e_3 < 0$$

magnitude of the cross products

# Barycentric Coordinates




Interpolate attributes of the vertices

$$p = \alpha_1 p_1 + \alpha_2 p_2 + \alpha_3 p_3$$

$$0 \leq \alpha_1, \alpha_2, \alpha_3 \leq 1$$

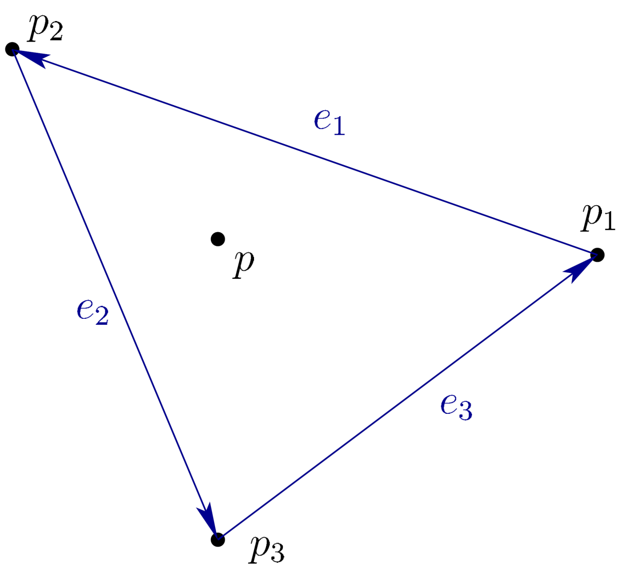
$$\alpha_1 + \alpha_2 + \alpha_3 = 1$$

$$\alpha_1 = \frac{(y_2 - y_3)(x - x_3) + (x_3 - x_2)(y - y_3)}{(y_2 - y_3)(x_1 - x_3) + (x_3 - x_2)(y_1 - y_3)},$$

$$\alpha_2 = \frac{(y_3 - y_1)(x - x_3) + (x_1 - x_3)(y - y_3)}{(y_2 - y_3)(x_1 - x_3) + (x_3 - x_2)(y_1 - y_3)},$$

$$\alpha_3 = 1 - \alpha_1 - \alpha_2.$$

# Barycentric Coordinates




$$p = \alpha_1 p_1 + \alpha_2 p_2 + \alpha_3 p_3$$

Color

$$R = \alpha_1 R_1 + \alpha_2 R_2 + \alpha_3 R_3$$
$$G = \alpha_1 G_1 + \alpha_2 G_2 + \alpha_3 G_3$$
$$B = \alpha_1 B_1 + \alpha_2 B_2 + \alpha_3 B_3.$$

Apply to other attributes, e.g., depth, texture coordinates

# Depth Buffer for Visibility Testing

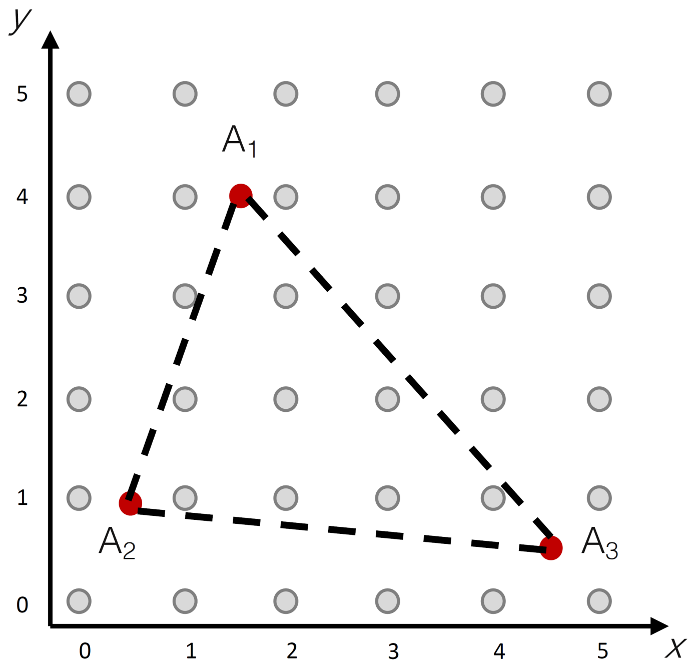
- When drawing multiple triangles, determine which one to draw and which one to discard
- If depth of fragment is smaller than the current value is the depth buffer, overwrite color and depth value using the current fragment

color buffer

depth buffer

# Lighting and Shading

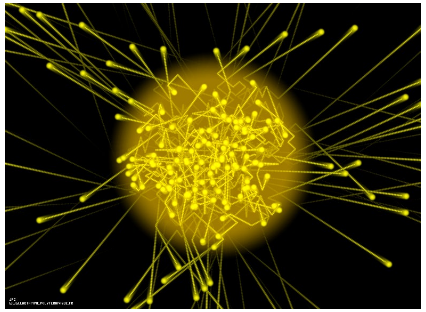
- How to determine color and what attributes to interpolate after rasterization



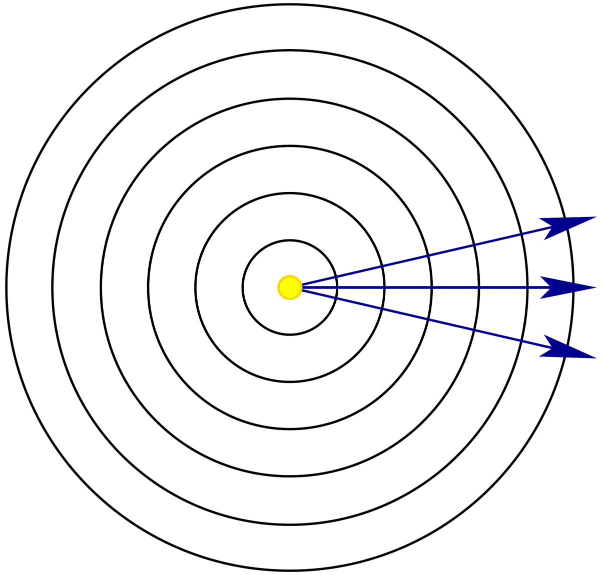

Rasterization: determine which fragments are inside the triangles

# Basic Behavior of Light

- Light can be described in three ways
  - Photons: tiny particles of energy moving through space at high speed

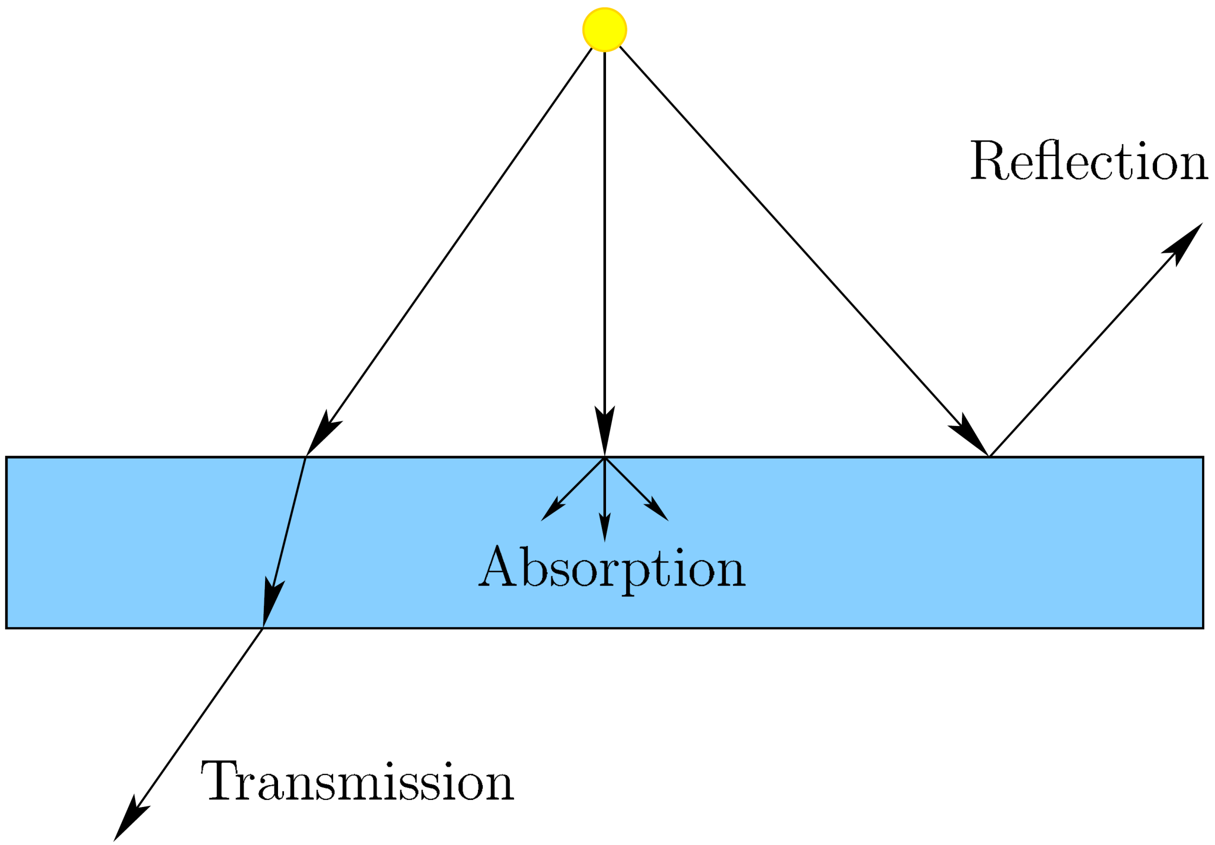


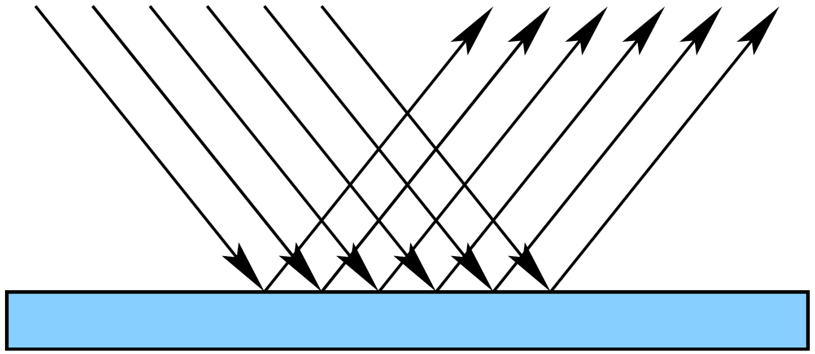
  - Waves: ripples through space



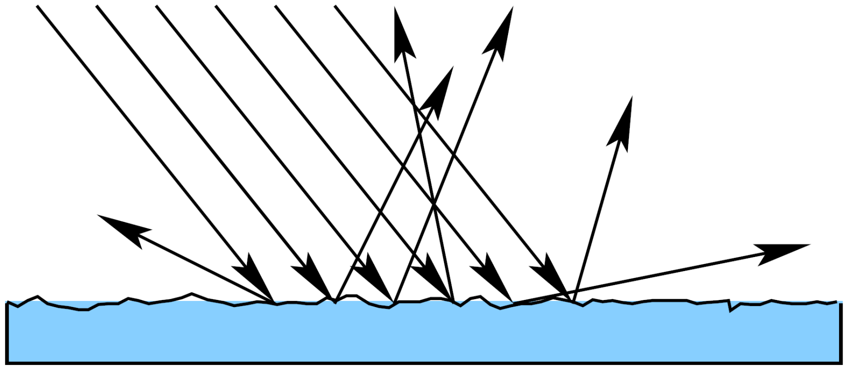
  - Rays: a ray traces the motion of a single hypothetical photon

# Interactions with Materials



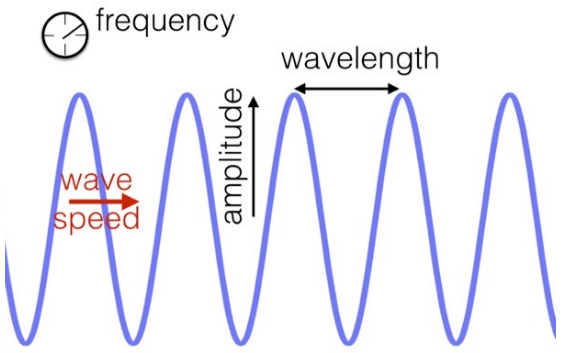



Specular

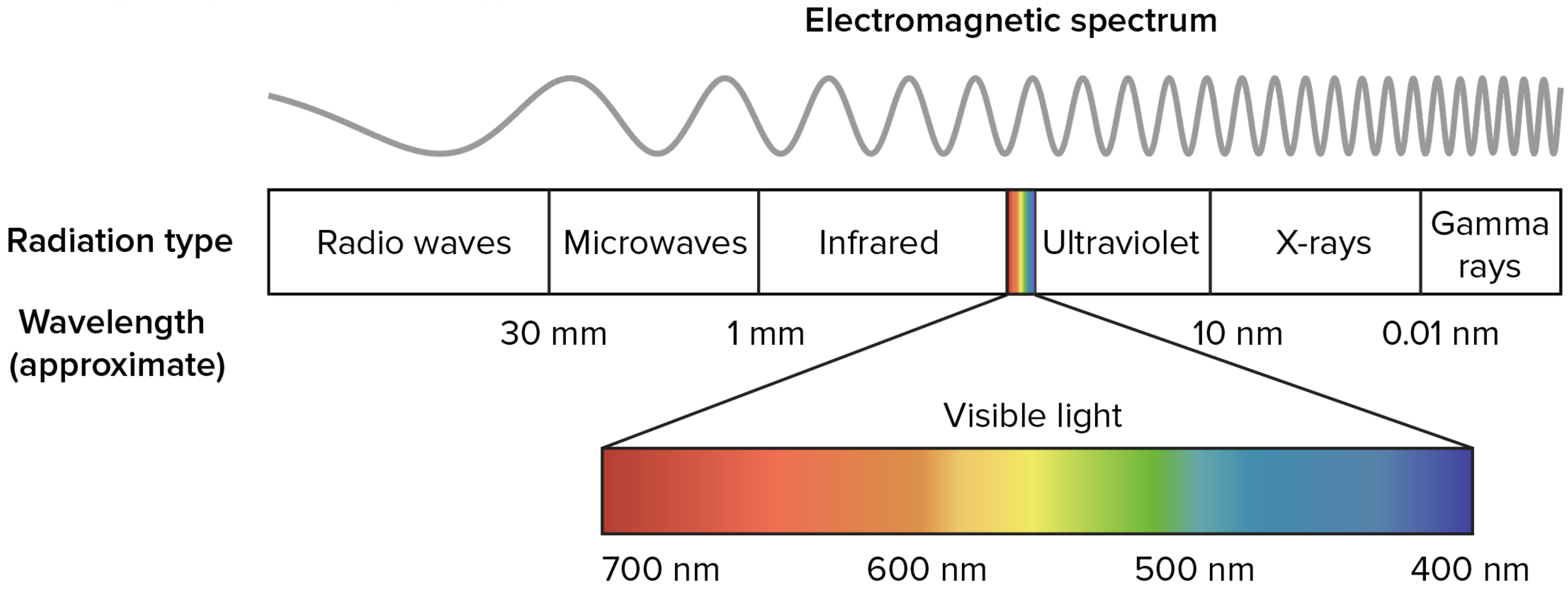


Diffuse

# Wavelengths and Colors

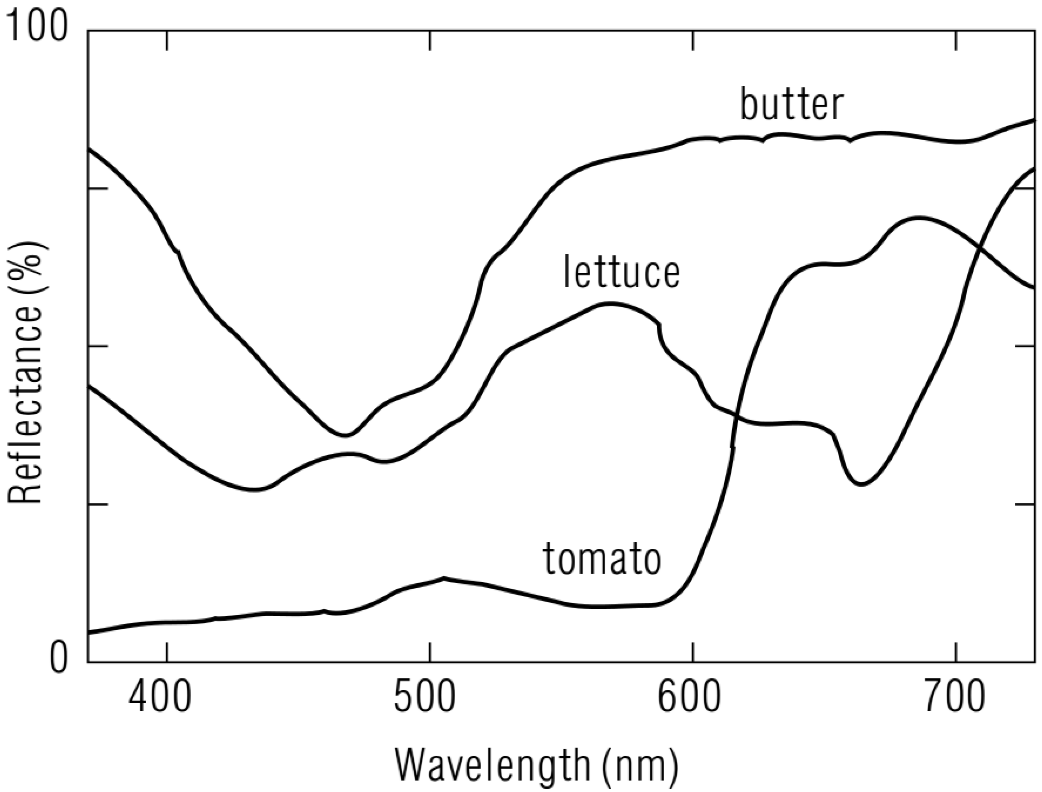


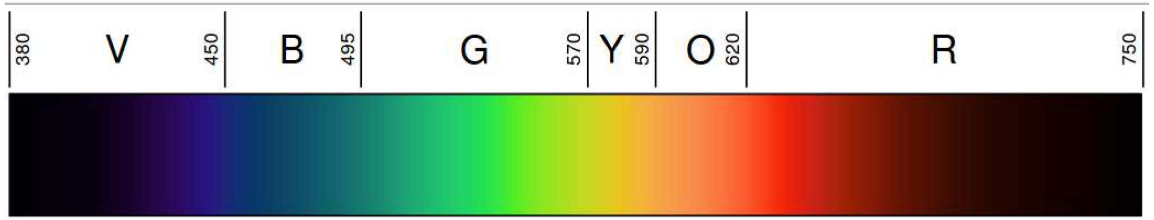

Wavelength $\lambda = \frac{v}{f}$ Speed / Frequency



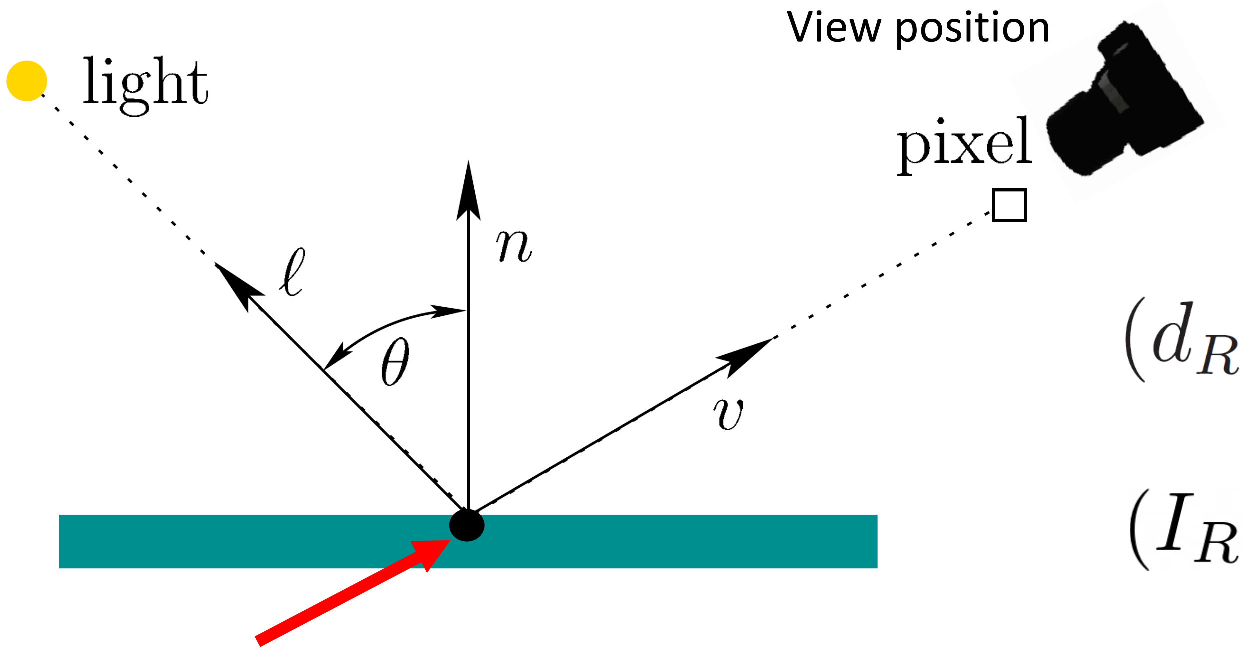
# Reflection of Materials

- We see objects with different colors because the materials reflect specific colors differently



# Lambertian Lighting




Think about this point as a vertex of a 3D mesh. We want to compute its color on the image

Diffuse reflection

$$R = d_R I_R \max(0, n \cdot \ell)$$
$$G = d_G I_G \max(0, n \cdot \ell)$$
$$B = d_B I_B \max(0, n \cdot \ell)$$
$$n \cdot \ell = \cos \theta$$

$(d_R, d_G, d_B)$ Reflectance property of the material (triangle)

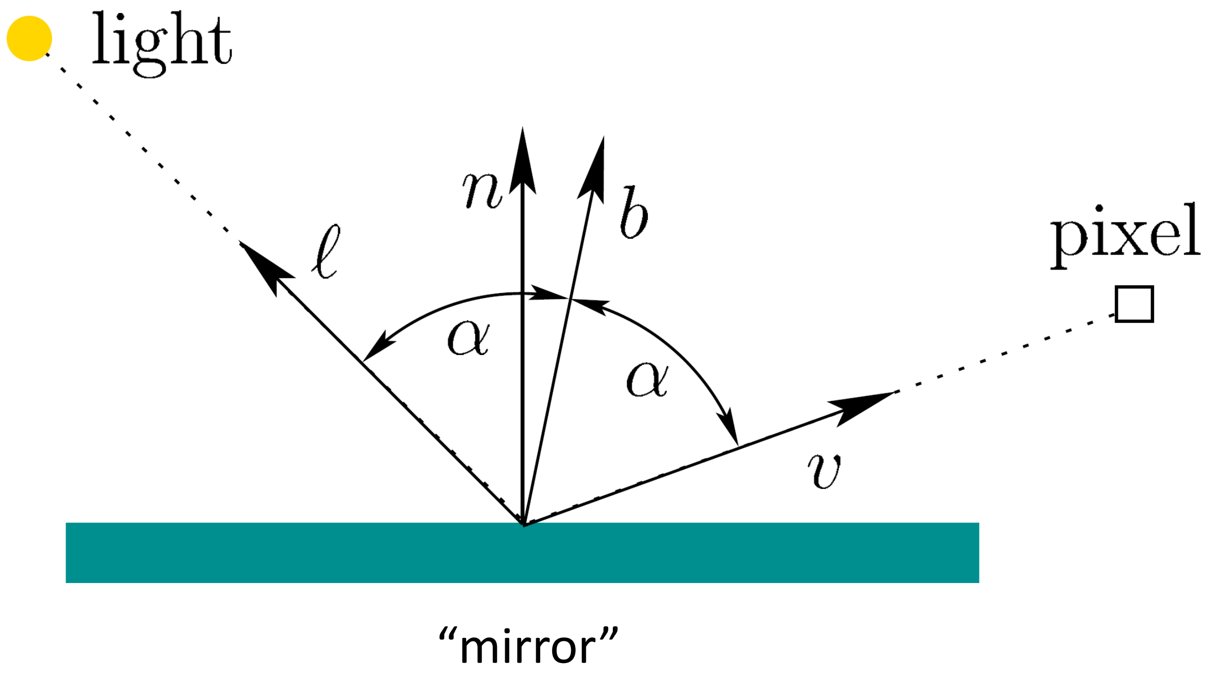
$(I_R, I_G, I_B)$ Spectral power distribution of the light source

$$L = dI \max(0, n \cdot \ell)$$

$n \cdot \ell < 0$

Light behind triangle

# Blinn-Phong Lighting




Related to specular reflection

$$b = \frac{\ell + v}{||\ell + v||}$$

$x$ Material property that expresses the amount of surface shininess

x=100, mild amount of shininess

x=10000, almost like a mirror $0.99^{10000} = 2.24^{-44}$

$s$ Specular reflectance property of the material

$$L = dI \max(0, n \cdot \ell) + sI \max(0, n \cdot b)^x$$

# Ambient Lighting

- Independent of light/surface position, viewer, normal

- Adding some background color

$$L = dI \max(0, n \cdot \ell) + sI \max(0, n \cdot b)^x + L_a$$

Ambient light

# Multiple Light Sources and Attenuation

- N light sources

$$L = L_a + \sum_{i=1}^{N} dI_i \max(0, n \cdot l_i) + sI_i \max(0, n \cdot b_i)^x$$

- Attenuation: the greater the distance, the low the intensity

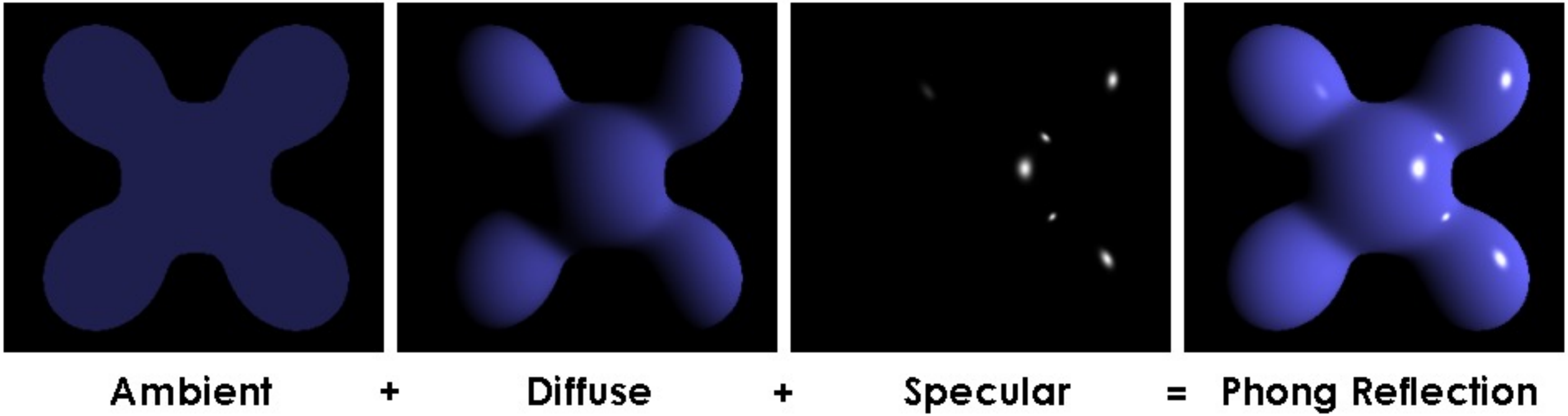
$$L = L_a + \sum_{i=1}^{N} \frac{1}{k_c + k_l c + k_q c^2} \left( dI_i \max(0, n \cdot l_i) + sI_i \max(0, n \cdot b_i)^x \right)$$

constant linear quadratic attenuation

$c$ Light source distance to surface

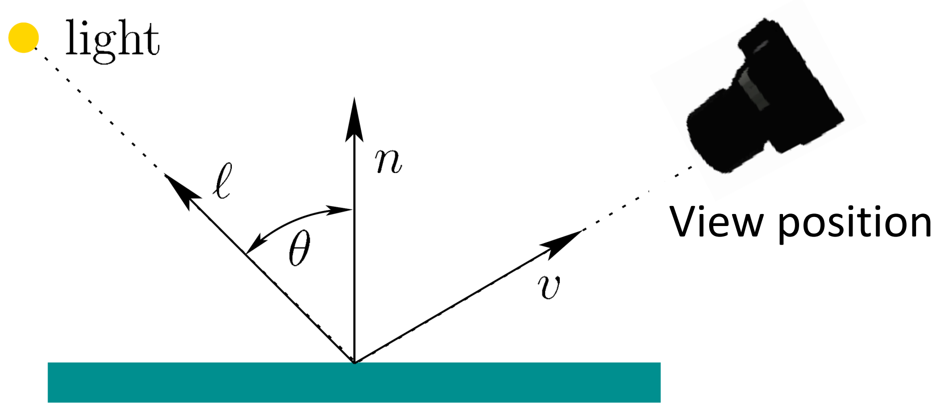
Used by OpenGL for ~25 years

# Phong Reflection Model



# Lighting Calculations

- All lighting calculations can happen in camera/view space
  - Transform vertices and normal into camera/view space
  - Calculate lighting, i.e., compute vertex color given material properties, light source color and position, vertex position, normal position, view position



# Lighting vs. Shading

- Lighting: interaction between light and surface
  - Different mathematic models exist, e.g., Phong lighting model
  - What formula is being used to calculate intensity/color

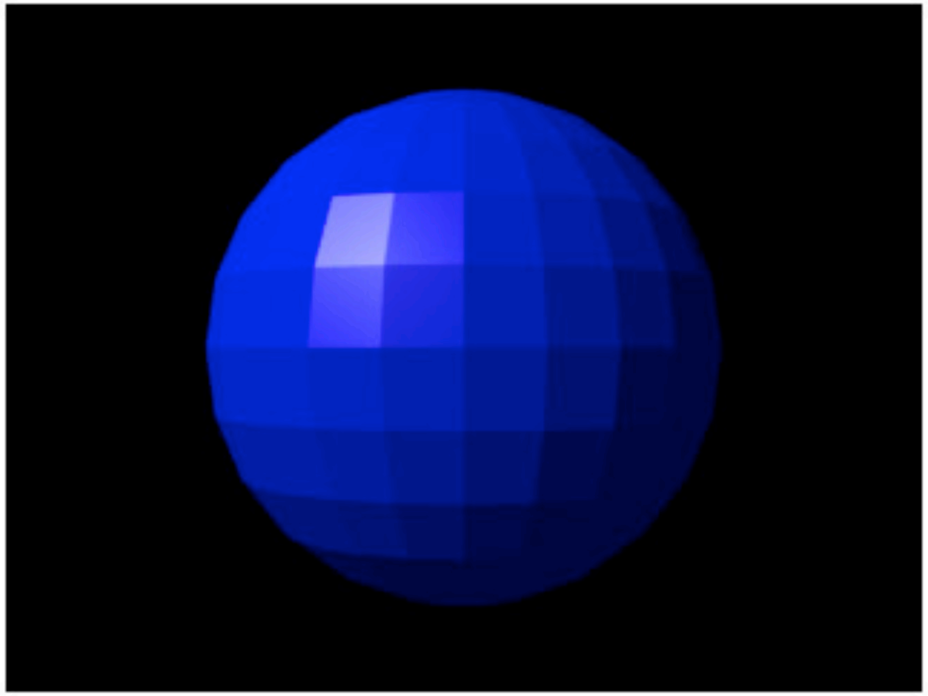
- Shading: how to compute color for each fragment
  - What attributes to interpolate
  - Where to do lighting calculation

# Flat Shading

- Compute color only once per triangle (i.e., with Phong lighting)
  - Compute color for the first vertex or the centroid

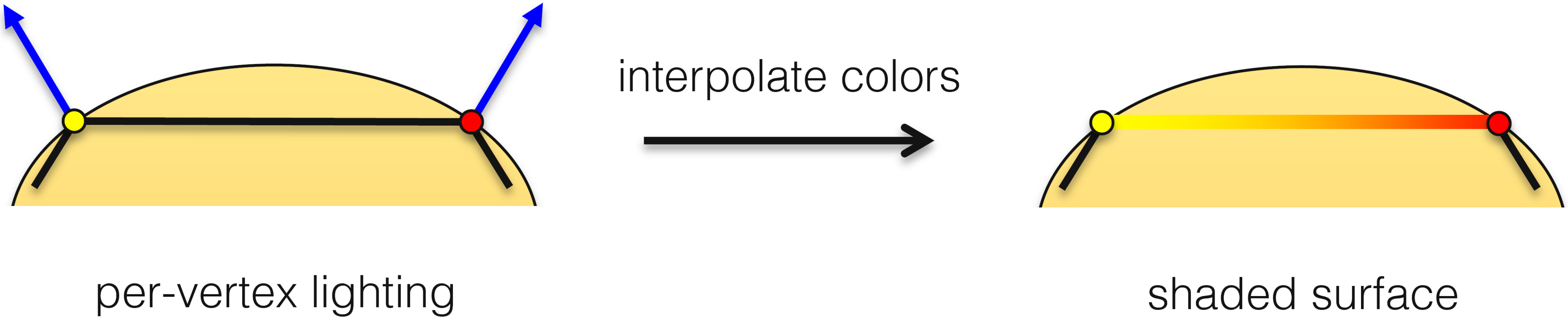
- Pro: fast to compute

- Con: create a flat, unrealistic appearance

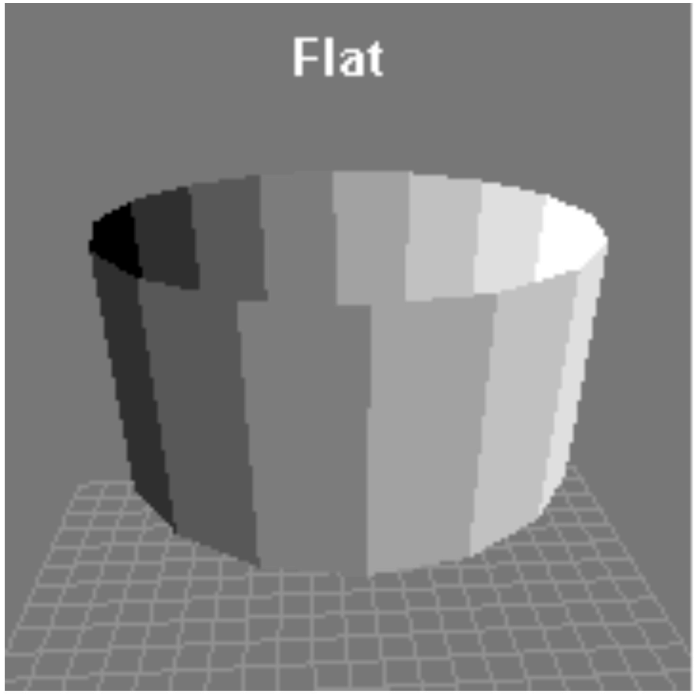


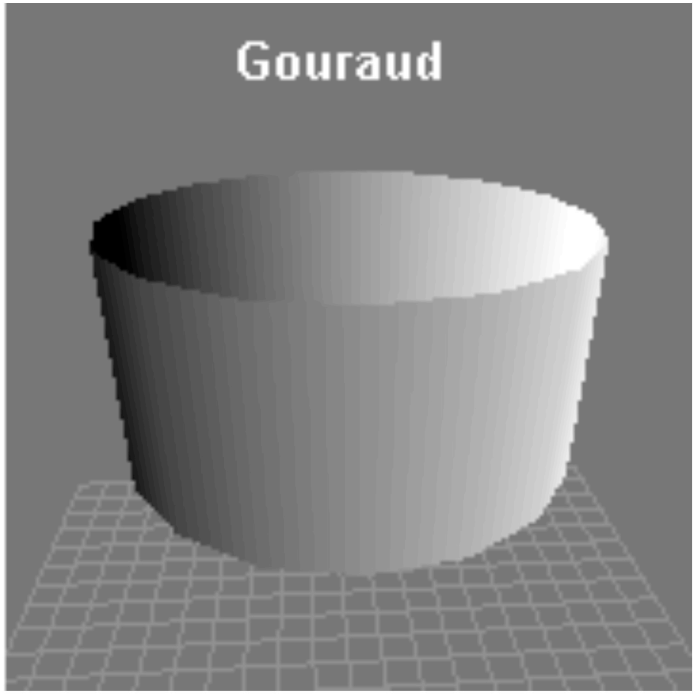
# Gouraud or Per-vertex Shading

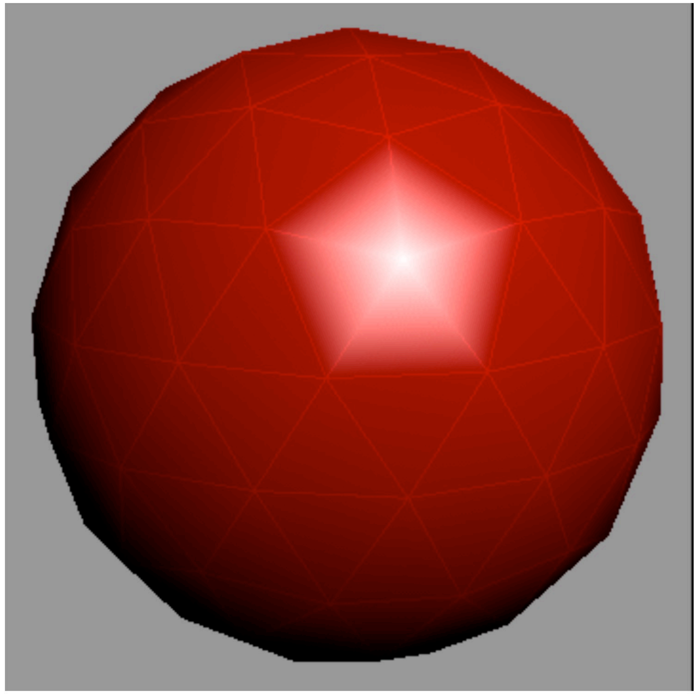
- Compute color only once per vertex (i.e., with Phong lighting)
- Interpolate per-vertex color to all fragments within the triangle
- Pro: fast to compute
- Con: flat, unrealistic specular highlights



# Gouraud or Per-vertex Shading

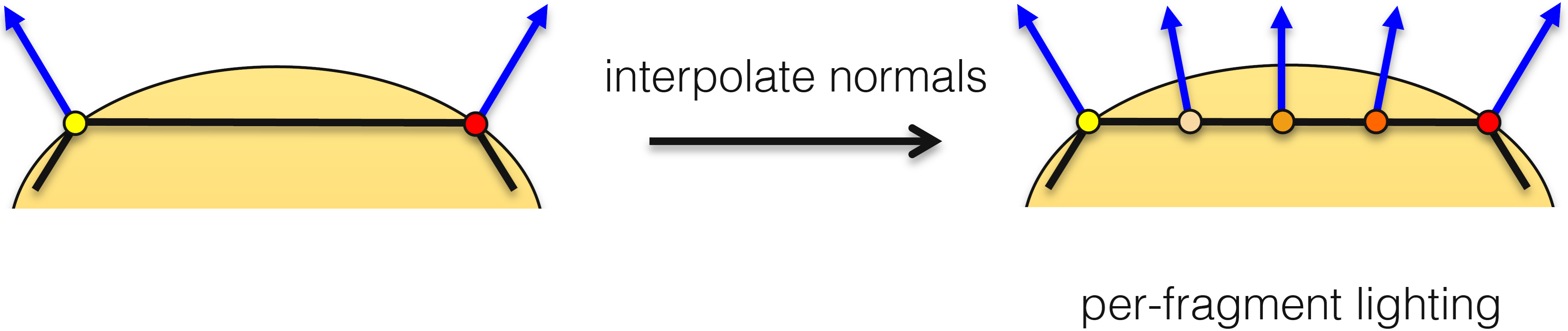


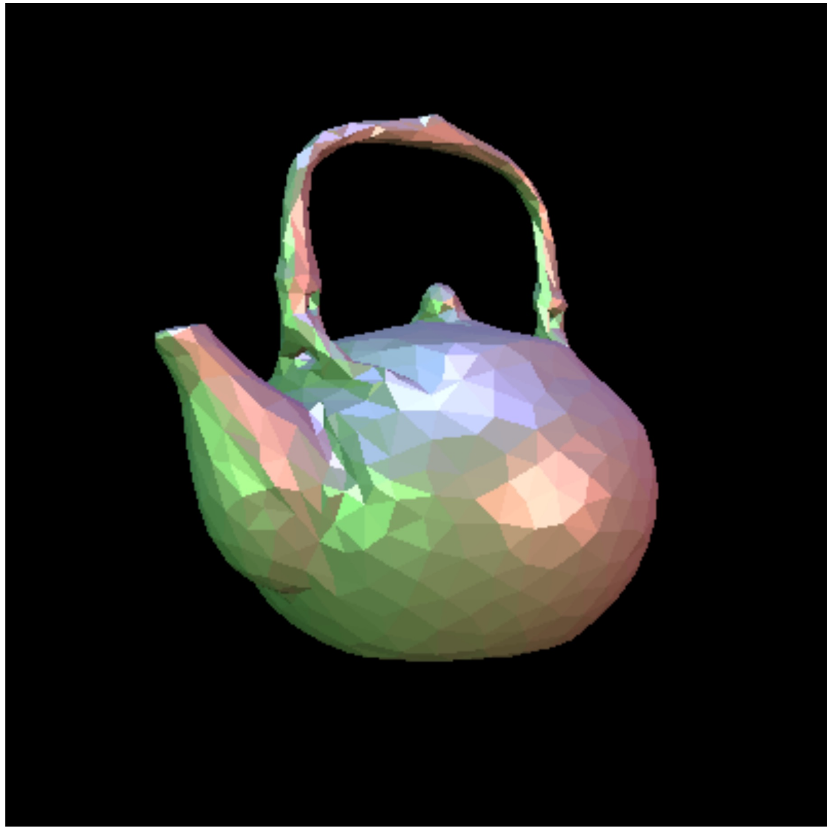
# Phong Shading or Per-fragment Shading

- Compute color only once per fragment (i.e., with Phong lighting)
- Need to interpolate per-vertex normal to all fragments to do the lighting calculation
- Pro: better appearance of specular highlights
- Con: slower to compute

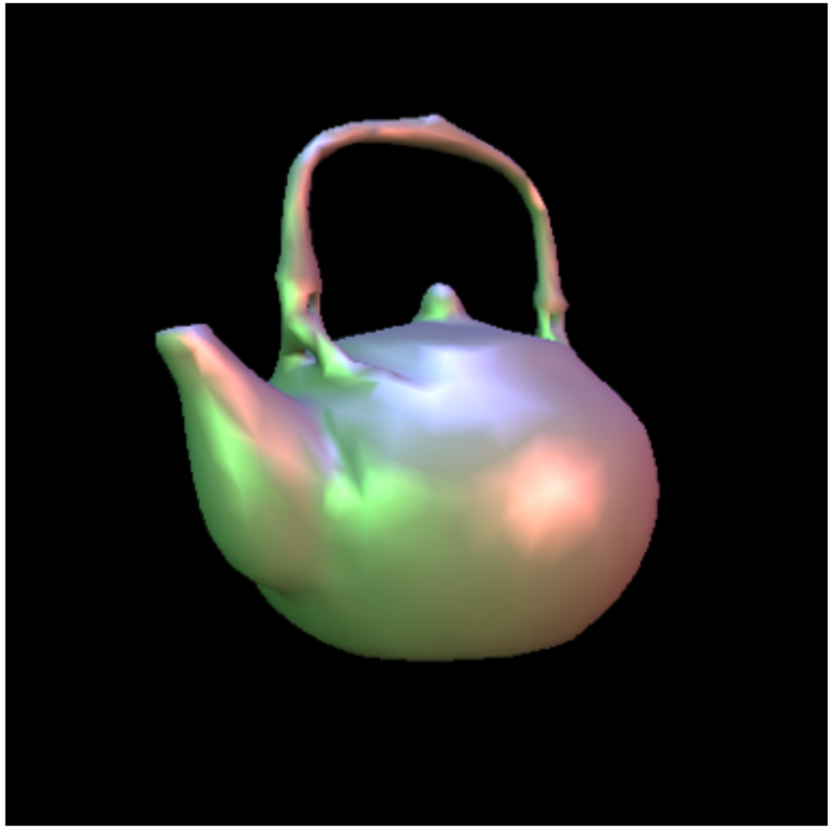


# Shading

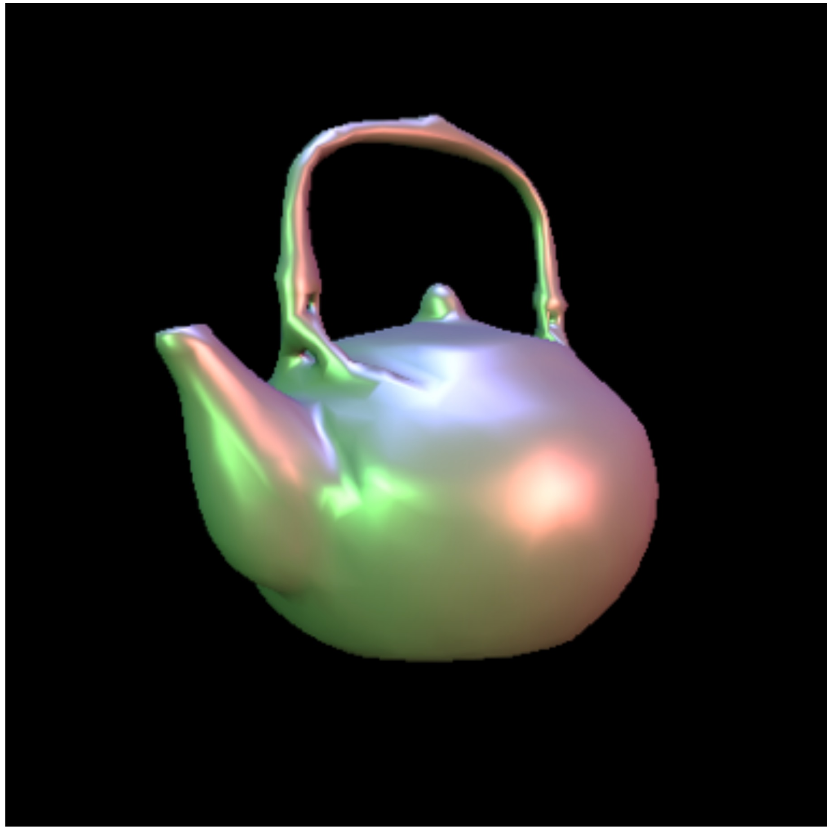
Flat Shading



Gouraud Shading

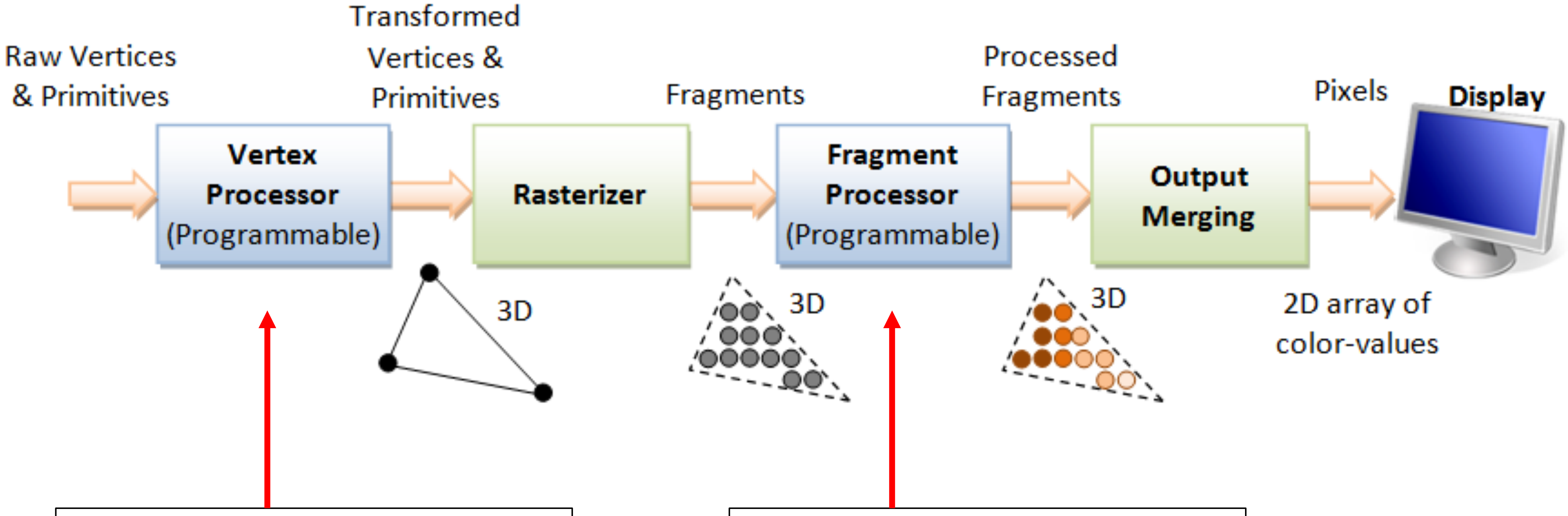


Phong Shading



http://www.decew.net/OSS/timeline.php

# Shader




Vertex shader
- Lighting computation for each vertex

Fragment shader
- Lighting computation for each fragment

# Shader

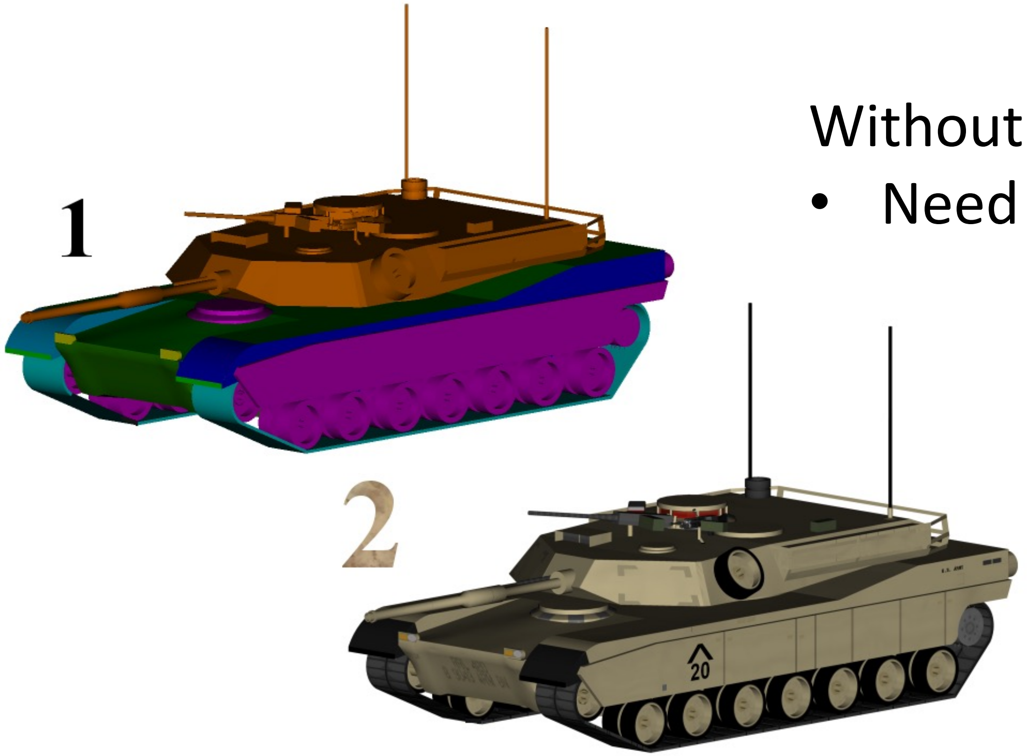
- Shaders are small programs that are executed in parallel on GPUs for each vertex (vertex shader) or each fragment (fragment shader)

- Vertex shader (before rasterization)
  - Modelview projection transform of vertex and normal
  - If per-vertex lighting, compute lighting for each vertex

- Fragment shader (after rasterization)
  - If per-vertex lighting, assign color to each fragment
  - If per-fragment lighting, compute lighting for each fragment

# Texture Mapping

- Map textures (2D images) to 3D models




Without texture

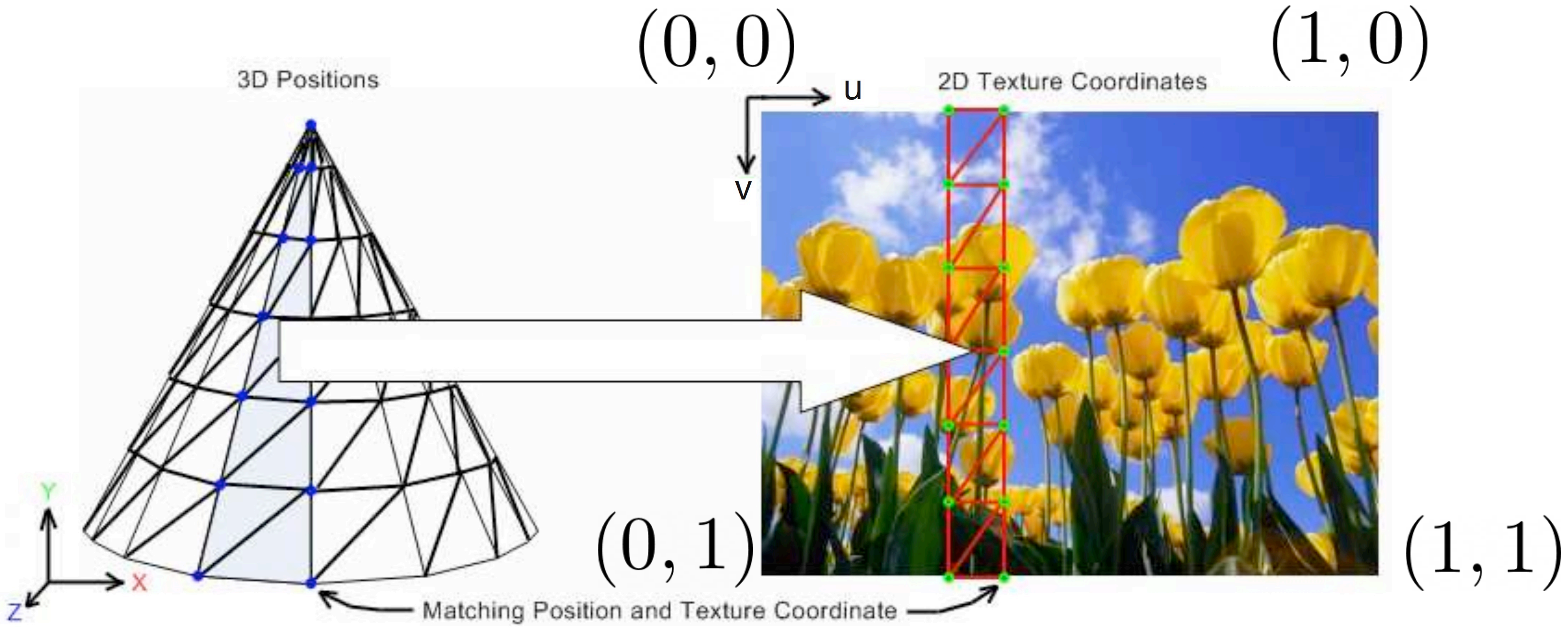
- Need to specify vertex colors

With texture

- Vertex colors from texture

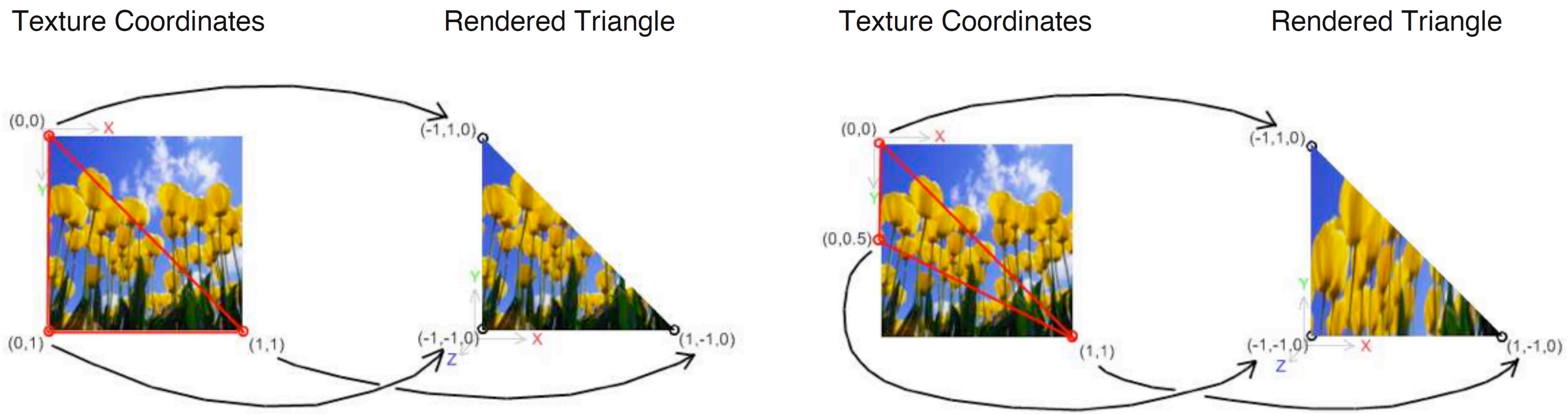
# Texture Mapping

- UV coordinates (normalized)



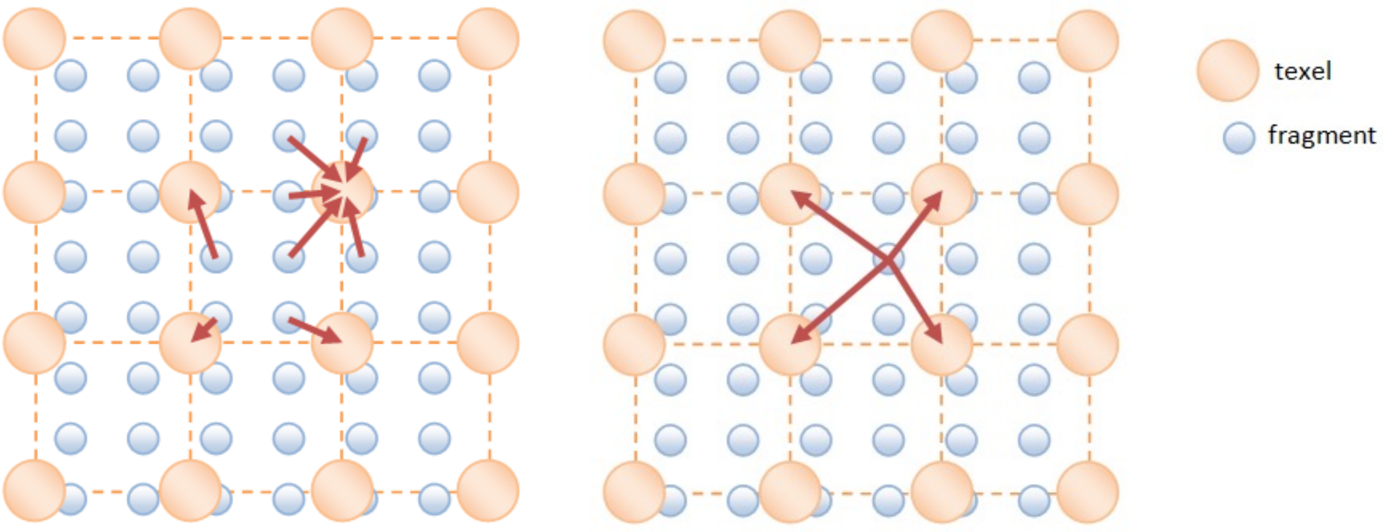
# Texture Mapping

- Same texture, different UV coordinates for mapping



# Texture Mapping

- Texture filtering: the resolution of the texture image is different from the displayed fragment
  - Magnification
  - Minification




Magnification – Nearest Point Sampling

Magnification – Bilinear Interpolation

# Texture Mapping

- Texture filtering: the resolution of the texture image is different from the displayed fragment
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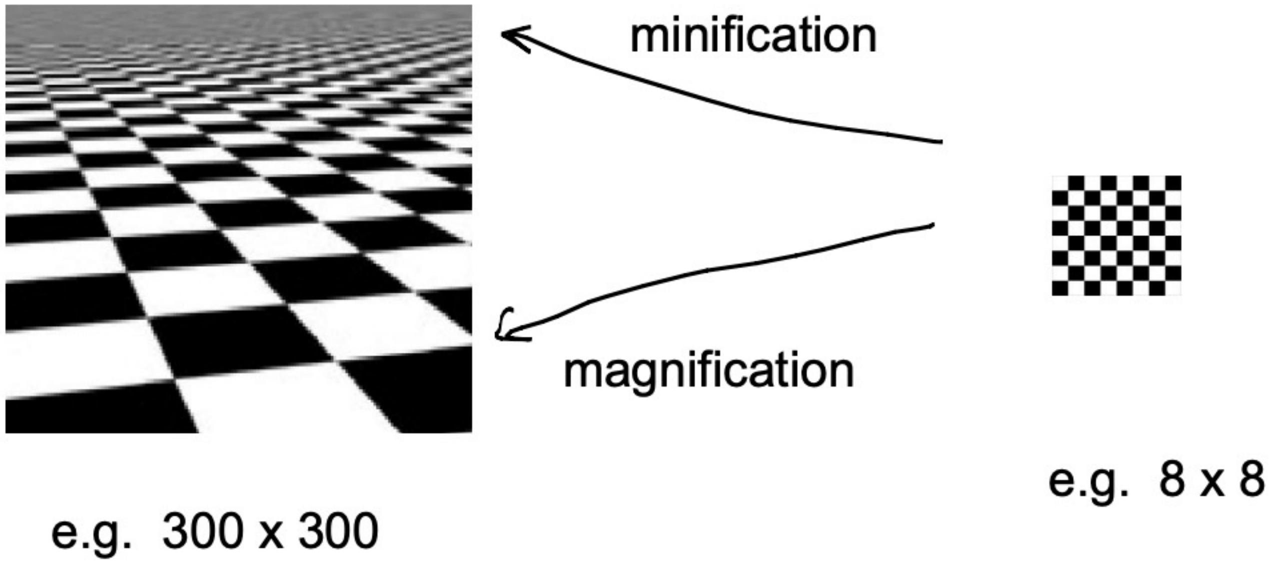
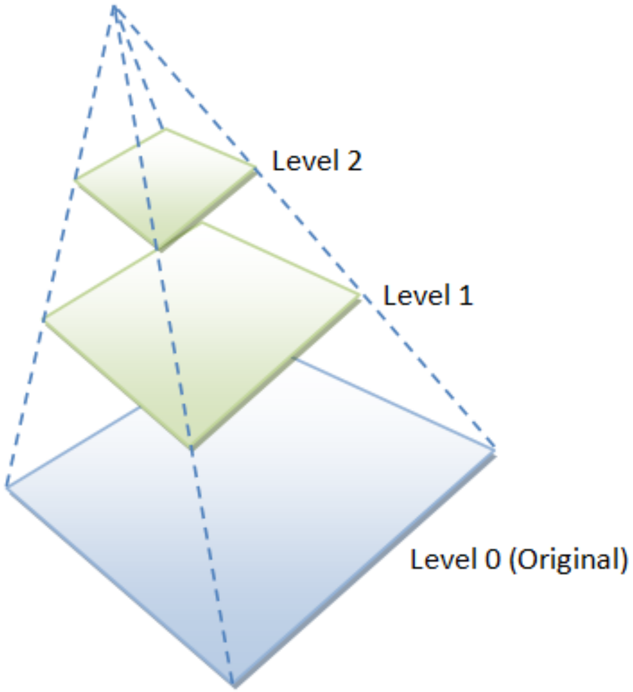
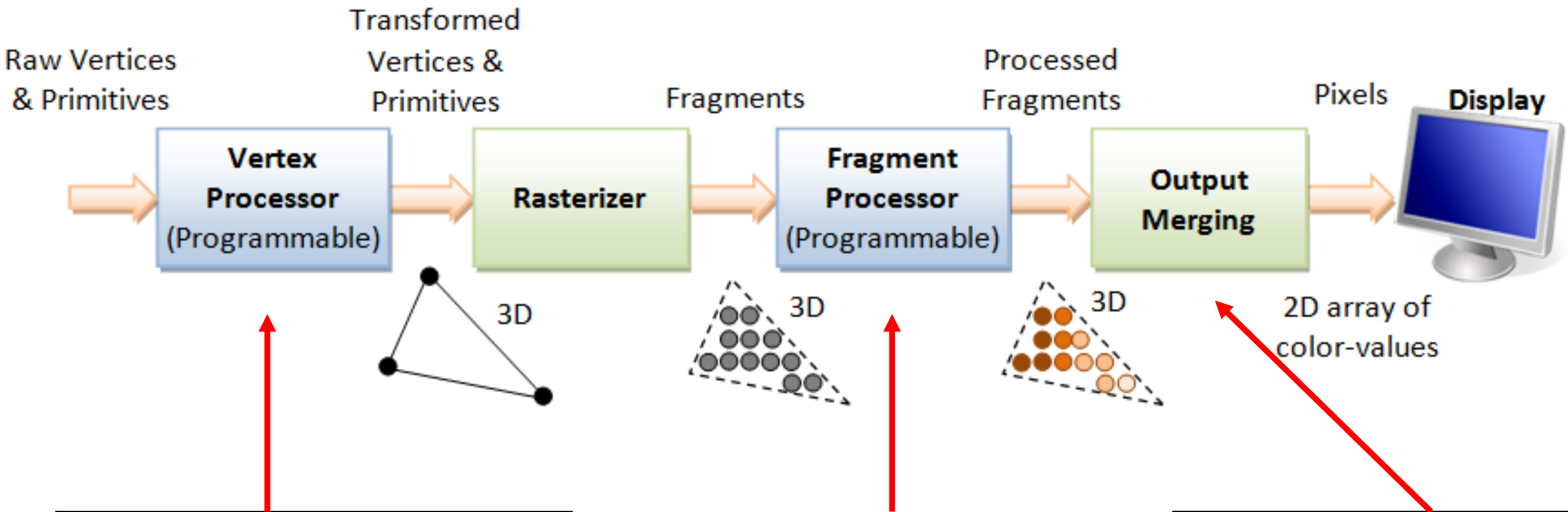



**Minmaping**

# Texture Mapping


# Review of the Graphics Pipeline




Vertex shader
- Vertex transforms
- Per-vertex lighting

Fragment shader
- Texturing
- Per-fragment lighting

Combine the fragments of all primitives into 2D color-pixel for display

# Further Reading

- Section 7.2, 7.1, Virtual Reality, Steven LaValle

- 3D graphics with OpenGL, Basic Theory https://www3.ntu.edu.sg/home/ehchua/programming/opengl/CG_BasicsTheory.html

- Stanford EE267, Virtual Reality, Lecture 3 https://stanford.edu/class/ee267/syllabus.html